Abstract. 150 words

Brief summary of content and conclusions.

Introduction. 300 words.

Describe the project and its aims.

Game Design. 1 page.

**This game is based on the “Braid” <Insert youtube link here>.**

**This is a 2D side-scrolling platformer with a cat as the main character.**

*What makes this project a game? What sort of game is it? What will motivate someone to play this game? What will such a person will get out of this game? Describe the primary mechanics of the game. Describe how those mechanics fit together to create the game. Then describe how these mechanics motivate a player to play.*

Software Design. 4 pages

*Describe the principle components of the design. Describe how these components contribute to fulfilling the specification. Describe how the components fit together and contribute to the whole. Use UML diagrams to explain key points. What alternative designs do you consider (or try) and what are the pros and cons of these different choices?*

Testing. 1 page.

Test your software using appropriate tests. For example Unit tests or user testing.

Discussion and reflection. 1 page.

This section should answer the following questions: What are the primary strengths of your project? What are its weakness? What have you learned during this project? What would you do differently next time? If during self reflection you have identified an issue, e.g. time management, what actual steps could you take to address this issue?